

A VIDEO GAME CARTRIDGE FROM  
DEMPINGER BROTHERS

# POPEYE

FOR ATARI 5200® GAME SYSTEM

POPEYE, POPEYE THE SAILOR MAN, OLIVE OYL, MUSCLE MARY, SPAGHETTI JIM, AND THE WIZARD OF OZ ARE TRADEMARKS OF AMERICA, INC.  
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## **OBJECT**

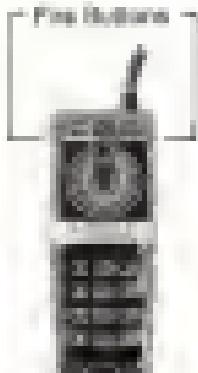
In this game, you're POPEYE! And your goal is to catch all of Olive's hearts, coins, balloons for HUEY, PUFFIN, and the water and sun—of course, Brutus, the Sea-Hag, or some villain knocks you over. Each time you complete a round, you'll automatically proceed to the next...and more difficult one.

## **SETTING THE CONTROL CONTROLS**

- 1 Place the controller firmly into the portage slot.
- 2 Plug one or two hand-held controllers into the controller ports labeled "A" and "B." Use the controller in jack "A" for a one-player game.
- 3 Press the **POWER** button to ON.
- 4 Press the "A" button on the keypad to choose a one- or two-player game. (NOTE: For a two-player game, several aspects of the big, right-hand side of the screen need to change. If LWP appears)
- 5 Press either the **START** button or a **BOTTOM "PIPE"** button on the controller in the "A" port to start the action.

## **THE HAND HELD CONTROLLER**

Use the joystick on the hand-held controller to guide Popeye up and down stairs and across the platforms. Press either of the **BOTTOM "PIPE"** buttons whenever you want Popeye to punch, stomp, fire the parrot gun, knock out balloons, or grab his enemies with each press of the **"PIPE"** button. Popeye will swing his fist once. Holding down the **"PIPE"** button will not repeat this action.



## **Pause Button**

At any time during the game, if you wish to "freeze" the action and your score on the screen, press down the **PAUSE** button on the keypad! To start again, simply press the **PAUSE** button.

## **PLAYING**

When you begin each round, the number of Popeyes remaining is displayed at the top, right-hand side of the screen. The last Popeye will appear on the left; Popeye ledge as soon as you press the **START** button.

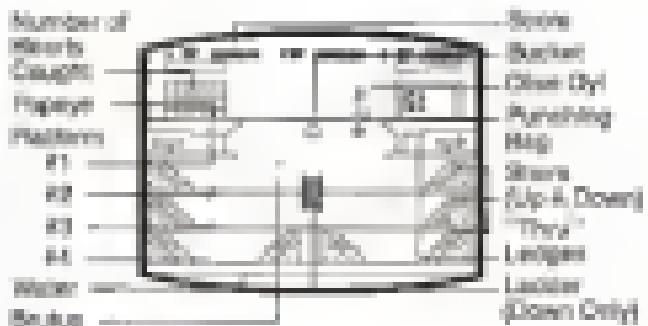
In each round, Popeye must win Olive Oyl's affection by catching all of her heart notes or catch for H-E-L-P depending on which round you're playing, before they fall into the water and sink. But Brutus, the Sea Hag, and the cutlasses will do their best to knock Popeye over—Brutus with his fists, the Sea Hag with her fist-flying brother, and the cutlasses with their giant sword. Watch any of them hit Popeye—or if they or Olive's tokens fall into the water and are not pulled out in time—you lose him and the next Popeye appears on the left, hanging ledge ready to try again!

### Splash

Throughout the rounds, Popeye's splash will randomly appear in specific places on the screen (see "Splash" section under each round). Whenever you see it, move Popeye over to the splash and press the "FIRE" button. If you catch it in time, Popeye will change color and you'll hear the "Popeye Theme." This is your chance to catch up with Brutus and knock him over. If you do, you gain 2000 points in addition. If you catch any of Olive's tokens while the splash is playing, you receive DOUBLE THE SCORE FOR EACH! Once Popeye uses his splash in any of the rounds, it will not appear during that same round again.

### The Sea Hag

You never know when this nasty-o' haggy is going to jump out from the sea waves and pull Popeye with a hook. But she'll only hit one by hitting her on the same platform as Popeye. If Popeye's not fast enough with his fists to punch the hook, and it hits him, you lose this Popeye. If you have a hammering Popeye, he will appear at the top of the ledge.



### SWEET HEARTS - ROUND 1

#### Hearts

In this round, you must catch all 34 hearts before they fall into the water and sink—and without being hit by Brutus or the Sea Hag. Each time you catch a heart, a coin will appear on the side of Popeye's house, located in the top of the screen. Once there are 34 hearts, you'll automatically begin the next round.

#### "They" Ledges

As the round begins, Popeye appears on the left topmost ledge. You may move Popeye off this ledge and lead him safely onto the platform below. Or you may move him in the opposite direction and he'll travel toward to the other ledge. You may move Popeye back and forth between ledges on either side and onto the platform below at any time. Brutus cannot walk on either of these ledges, BUT HE CAN JUMP UP AND KNOCK POPEYE OFF!

## **Stars**

(On each platform, there are sets of stars which Popeye and Brutus must use to cross their platforms to platforms. Use your joystick to guide Popeye up and down these sets of stars.)

## **Spinach**

Popeye's spinach will randomly appear on the stairs to the left, either on platform #1 or platform #3.

## **"Down" Ladder**

In the center of the pyramid, there is a ladder which connects platform #1 and platform #3. Popeye is the only one who can use this ladder and only to move down from the 3rd platform to the 1st platform. However, Brutus can reach up or down the ladder and knock Popeye over.

## **Punching Bag and Bucket**

Here'll notice a punching bag and a bucket located near the stairs' topmost point on the stairs. Whenever Popeye jumps off the right "down" ledge, he may punch the bag causing the bucket to fall. If Brutus is directly beneath it, the bucket will drag him in his tracks and give you extra points (see "Scoring" section.)

## **LIVE NOTES - LEVEL 02**

### **Moles**

Here, you must catch all 10 mole rats before they sink into the water and without being knocked over. Once you've caught all 10 moles, you'll automatically begin the next level.

## **"Down" Ledges**

In this round, the "Down" ledges are located on platforms #2. Again, Popeye can move off the ledge and land safely on other platform ledges, or he can move around to the opposite ledge. Brutus can also move about these ledges but cannot travel around to the opposite ledge.

## **See-Saw**

At the bottom left-hand side of the screen, there is a see-saw. Whenever Popeye is on the 3rd platform, he can jump off the ledge, land on the see-saw and bounce upwards if Popeye "grabs" onto them. Once he reaches the top, Popeye will land on platform #1, and you gain **500 POINTS!** If not, then Popeye will land on the platform #2. However, when Brutus bounces on the see-saw, he will always land on the 3rd platform.

## **Spinach**

Popeye's spinach will appear on the right-hand side of the 3rd platform.

- It is two-player game; when one player loses all his or her remaining Popeyes, he quits and ends the game. The opponent, however, may continue to play as long as he or she has remaining Popeyes.

## **SCORING**

The number of points for each heart, note, or letter caught depends upon which platform Popeye is on when he catches it.

**EXAMPLE:** If Popeye is on platform #2 when he catches any kind of item from Oliver, you gain 300 points. This is on platform #2, but since it is worth 30 points.

## **Hearts, Notes, & Letters**

Platform #1	500 points
Platform #2	300 points
Platform #3	100 points
Platform #4	50 points
Tokens in Water	80 points
Punching Boxes	100 points
Punching Villains	10000 points
Knocking Boxes Down	20 points
Knocking Boxes with Bucket	
Platform #2	10000 points
Platform #3	20000 points
Platform #4	40000 points
Knocking Boxes Down	30000 points
Knocking Boxes With	3000 points

## **Bonus Points**

You'll receive a bonus Popeye after the first 40,000 points accumulated in the game.

## **Double Points**

Remember: You'll receive double the point value for catching a token or Devil's Pee, if caught while the "Popeye Bonus" is playing (after Popeye picks up his speechy)

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